

## Choices you can make

- A Go and rest or shelter in the cave.
- B Go to the tree.
- C Go to the fireplace.
- D Go to the fireplace, carrying a log.
- E Go to the west bank.
- F Go to the west bank, carrying a log.
- G Go to the island.
- H Go to the island, carrying a log.
- I Go to the east bank.
- J Go to the east bank, carrying a log.
- K Cut wood.
- L Build the bridge.
- M Build the raft.
- N Take a log from the raft.
- O Look for gems.
- P Try to catch a fish.
- Q Put wood from the pile onto the fire.
- R Light the fire.
- S Cook your fish.
- T Eat some fish.
- U Eat some berries.



# Raft-Away River *Student's Guide*

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#### **A product of Jacaranda Software**

Program designers: Rosanne Gare and David L. Smith  
Production editor: Wynnie Webber

Apple version programmed by Gerald M. Wluka  
BBC version programmed by David L. Smith  
Commodore 64 versions programmed by Philip O'Carroll  
Microbee versions programmed by Gerald Preston

## **Introduction**

*Raft-Away River* is a game for 2 to 6 players. It is a special sort of game called a simulation. This means that the computer shows you a model of an adventure and you can experiment to see what you could do if you *really* had such an adventure. But, unlike the *real* thing, you can't come to any harm in a simulation. So, if your plans don't work out as they should, you have a chance to try again using some different ideas. If you think hard about why your plans didn't work, then you might learn why some plans fail. Of course, you will also learn how some other plans work!

## **The first part is up to you**

This is how the adventure starts: you and some friends are enjoying a rafting trip in a wild and remote area. You have been on the river for a few days, and you are well-equipped with axes for chopping wood, matches for lighting a fire, fishing lines for catching your dinner and rope for tying up the raft each night when you camp on the river bank.

All is going very smoothly, except the map fell overboard this morning, and so now you are far from home, but not exactly sure where.

You come to a fork in the river. Which way should you go? To the left, the river looks narrow and gloomy. To the right, it looks wider and safer. You steer the raft to the right. The river carries you along swiftly — perhaps a bit too swiftly! The river banks begin to rise steeply on both sides.

You are now in a narrow ravine. The river churns and froths and carries you along at a frightening pace. There is no way to stop the raft, so you hang on tightly. Whoosh! Riding rapids looked much easier on television! Your raft is out of control and is being flung about like a cork. Jagged rocks are everywhere. Crack! The raft shudders. Thud! Another rock. Rrrriipp ——— the raft is tearing . . . it's gone, and the water is freezing. Arms and legs are everywhere.

Suddenly the water is calmer — you are near the bank and can touch the bottom, and the rapids are behind you. Together you struggle to the west bank. You have survived. Incredibly, there are no injuries. Further down the bank the watertight container holding all your gear has washed ashore.

So, here you are on the river bank, cold and wet, but safe. The rapids have brought you through a ravine; beyond it the river is wide and flows smoothly again. Just to the north, in the middle of the river, is a small island. Across the river on the east bank is thick forest. But you have ended up on the west bank of the river, and, further west, high cliffs rise steeply, hemming you in. In the distance you see a cave. It will shelter you while you sort out the equipment and decide what to do next.

## A few problems

It is quite clear that, after losing your map, you took the wrong fork in the river. Also, it is certain that you can't go back the way you came. The only way to safety is by following the river further downstream, as it must eventually bring you to a town. How will you get down the river without a raft?

You can't climb the cliffs that block your path to the west, and the other side of the river looks dark and dangerous. It would be much safer to stay near the river rather than risk becoming lost in the forest. However, the forest could be useful to you. Berries grow on the bushes near the river, and there is a lot of firewood over there — but away from the bank the river is deep and flows swiftly. How can you get to the east bank? It is certainly too dangerous for you to try swimming.

You notice that the south end of the island is mostly stones — and some of those stones gleam in the sun. It would be

an ideal spot to find gemstones washed down from the mountains by the river.

Great black storm clouds are gathering and that means rain is likely. A lot of rain in the mountains would swell all the little creeks and streams that flow into the river and the river would be flooded. It is not safe to stay here for long because, if the river did flood, there would be no way out.

Meanwhile, the cave provides shelter and protection from heavy rain, so you don't want to move too far from it until you can leave safely.

## What next?

What will you do? How will you use your time? What will happen?

Don't wander about aimlessly — let's consider all the things you might need to do. First of all, where can you go? There are a number of places that could be important.

The cave is one. There you'll have shelter and can rest.

There is just one tree on the west bank. It is the only supply of wood on this side of the river:

You will need a camp fire. It should be in an area where there is no chance of the fire getting out of control. The rocks to the south near where you climbed out of the water would be a good place.

You might want to go to the river bank. The safest part of the river bank is just near the cave. The bank is low here and you can get down to the river easily. Then there is the island. You could get to the island if you were able to build a bridge. Obviously, the best place for a bridge would be the narrowest part of the river.

What about the east bank? do you think it would be possible to get over there? Certainly the berries look good to eat (so long as they aren't the sort that make you ill) and lots of trees are growing there.

Now, what can you do? You should be able to do quite a lot. You managed to save all your gear from the raft, and there is plenty of work to be done.

Axes will be useful for cutting wood. You will need wood for a fire, and also if you want to build a bridge or a raft.

Fishing lines will help you to get food. There isn't anything else to eat; at least, not on the west bank. Matches will light the fire. You will need a fire to cook any fish you may catch. Nothing tastes better than freshly cooked fish!

Rope will be useful for tying logs of wood together to make a raft or a bridge.

If you could get to the island, you could look for gemstones. It would be great to have some to show your friends — they may even be worth a lot of money.

You will need to carry wood about — to the fireplace, or to where you are building a bridge or a raft.

There are all sorts of places to go and things to do; however, you must choose carefully because you want to get away before the river floods.

## Choices you can make

Here is a list. This list is important — you use it to tell the computer what you are going to do each time it is your turn. (The list is repeated on the back cover of the Student's Guide.)

- A Go and rest or shelter in the cave.
- B Go to the tree.
- C Go to the fireplace.
- D Go to the fireplace, carrying a log.
- E Go to the west bank.
- F Go to the west bank, carrying a log.
- G Go to the island.
- H Go to the island, carrying a log.
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- K Cut wood.
- L Build the bridge.
- M Build the raft.
- N Take a log from the raft.
- O Look for gems.
- P Try to catch a fish.
- Q Put wood from the pile onto the fire.
- R Light the fire.
- S Cook your fish.
- T Eat some fish.
- U Eat some berries.

## OPERATING INSTRUCTIONS

### You will need the following:

An Apple II Plus, Apple IIe or Apple IIC computer with one disk drive, a BBC Model B or B+ with one disk drive (the drive must be an 80-track drive), a Commodore 64 with disk or cassette drive, or a Microbee with disk or cassette drive; a colour or black and white monitor.

### Understanding the instructions

1. These instructions use CAPITAL LETTERS to tell you what you will read on the computer screen. **Bold type** or *Italic type* in the instructions point out especially important things that you need to remember.
2. The sign (RETURN) means "press the key marked RETURN", or "press the key marked ↵". In the instructions we will use the sign (RETURN) to mean both.
3. Words or phrases  
ON A LINE BY THEMSELVES  
describe statements shown on the screen.
4. Make sure you read the Student's Guide before playing *Raft-Away River*.

## Getting started on the Apple

1. Insert the *Raft-Away River* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive is glowing, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Raft-Away River* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

## Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Raft-Away River* disk (label side up) in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key before taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Raft-Away River* title screen to appear; otherwise, if no key is pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

## Getting started on the Commodore 64

### Cassette:

1. Switch on the computer.
2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

### Disk:

1. Switch on the computer.
2. Switch on the monitor.
3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type LOAD "RAFT\*", 8: (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program. If you wish the program to run silently (that is, with no music or error noises), press "Q" to start the program instead of pressing the SPACE BAR.

## Getting started on the Microbee

### Cassette:

*Important:* The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.
3. Type NEW and then press the RETURN key.
4. Type LOAD and then press the RETURN key.
5. Start the tape.
6. Wait until the computer beeps to indicate it has loaded the program (2–3 minutes at 1200 baud).
7. Turn off the cassette and rewind the tape.

### Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.
4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Raft-Away River* disk in the same drive, label side up.
6. Type RUN "RAFT" and press the RETURN key.

## Introduction

1. The game begins with the following information.  
YOU ARE STRANDED ON THE WEST BANK OF THE RIVER.

YOU MUST TRY TO GET TO SAFETY IN CASE THE RIVER FLOODS.

TO FIND OUT HOW TO PLAY, READ THE STUDENT'S GUIDE.

Press the SPACE BAR to continue.

2. Next you will be asked to enter the number of players (2–6). Press (RETURN) when you have typed the correct number.
3. The computer will ask you for your names, one by one. Type each name carefully.

Press (RETURN) after each name.

*Note:* If you make any mistakes when typing, you can erase them by using the DELETE key or the ← key on the Apple.

4. Next the computer will ask you how difficult you want the task to be.
  - Choose EASY if this is your first game.
  - Choose MEDIUM if you have been successful in an easy game.
  - Choose DIFFICULT if you can finish a medium game quickly.
  - Choose VERY DIFFICULT for a *real* challenge.
5. The computer will then display a list of what each person is carrying. There is no need to copy this list down as the computer will remind you.
6. When you have seen what you are carrying, press the SPACE BAR to begin the game.  
*Remember:* Whenever you see the → sign, the computer is waiting for you to type something.

## Playing the game

1. This message will appear at the bottom of the screen:  
IT IS YOUR TURN, (*your name will be shown here*).  
YOU ARE AT (*your position will be named*). YOU HAVE



(the tools you have will be listed here).

WHAT DO YOU WANT TO DO? (A-U) →

2. Refer to the list of things on the back cover, and choose an activity. For example, if you want to go to the tree, type the letter B.
3. The words telling you what you have chosen will now appear on the screen.  
If you do want to do this, press (RETURN).  
If you do *not* want to do this, press the DELETE key or the ← key on the Apple and you can choose again.
4. Once you have decided to do something by pressing (RETURN), the computer will try to follow your command.
  - (a) If your decision is acceptable your stick figure will move (if you have chosen to go somewhere) and you will see a message at the bottom of the screen saying  
YOU HAVE DONE THAT.
  - (b) If your choice is impossible (perhaps you have the wrong tools, such as no matches to light the fire with), you will see a message that states  
YOU CAN'T (*do that or go there*),  
and the computer will tell you *why not*.
5. As well as telling you whose turn it is, where they are and what they are carrying, the computer may display other messages for you. If it has started to rain or if the fire is getting low or you are getting hungry, the computer will tell you. Make sure that you read any messages carefully.
6. Remember that this adventure game is very much like real life. For example, what happens if you skip your meals? You will become weaker and weaker, and feel unwell and unable to work hard. What happens if you never take shelter when it rains? You'll get cold and wet.

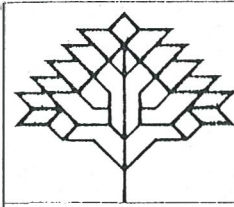
It doesn't matter if you get a little bit wet, but if you are always getting cold and wet you'll become ill.

Some berries are good to eat, but some others can upset your stomach and make you very ill indeed. When you are ill, the only way to get better is to rest for a while.

7. Creating the rest of the adventure is up to you, so remember these things:
  - Read all information carefully.
  - Discuss your plans with the others in your group.
  - Think carefully about what you are going to do!

## The end

The end will not come until you have finished — which means either that you have escaped safely from the flooding river, or you have not! Good luck.



Jacaranda  
Software

# Raft-Away River

## *Teacher's Guide*



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## **Aim of the program**

*Raft-Away River* is an adventure simulation. From two to six players can be involved, and their task is to achieve a common goal, namely allowing the group to reach safety. To do this, each player will need to read and understand text, interpret information given in pictorial form, and plan how to reach the goal. Players will also need to discuss their strategies, as the goal is much easier to achieve if players cooperate and have a collective plan. Thus the program aims to provide students with an opportunity to develop skills in

- reading comprehension,
- communication,
- cooperative behaviour, and
- problem solving.

## **About the program**

The adventure takes place beside a river in a remote wilderness area. The players are stranded after a boating calamity and the only route to safety is by river. So the players must build a raft. At the start of the game, they are sheltering in a cave on the west bank. There is only one tree on this side of the river and it will not provide enough timber for the raft. Therefore players must work out how to reach the east bank where there is plenty of timber. They also will find they have other things to think about, such as providing food for themselves. Meanwhile storm clouds gather and rain threatens to flood the river; the players need to finish their raft before the flood comes!

The activity begins with each player (represented by a stick figure) in the cave. At each stage the computer will say whose turn it is (using the player's name) and will give details such as what the player is carrying (e.g. an axe and/or matches) and whether the player is hungry or ill. The player must then decide what to do. There are twenty-one possible actions. Players must consider where they are, what tools they have, what resources are available and what their state of health is. (For example, to light the fire, one must be at the fireplace, with matches, and the fire must have dry wood on it.) In addition the player should consider the group's plan or strategy before deciding what to do.

## How *Raft-Away River* helps to promote reading and language skills

Building the escape raft is a **team** effort, so all players will soon discover the importance of communication. They need to discuss plans, allocate tasks and organise "working parties".

Students gain information by reading the text on the computer screen and by noting the information in the picture. For example, the text may say that a player is starving or has caught a fish. The picture may show that a bridge is now complete or that there is only one log left in a woodpile. It is essential for each player to understand all this information if the group is to achieve its goal quickly (and so avoid the flood).

As well as reading and comprehending the text, and understanding the picture, players must make deductions based on this information. For example, building the raft is impossible if there is no wood available, so players must first work out how to get wood.

Of course, a player needs to consult the rest of the group before deciding what to do. Although each player decides what he or she is going to do, the overall plan will be decided by the whole group, and this involves a lot of discussion.

## Prerequisite understanding

Players need to understand the information given in the Student's Guide before they use this program. This means that they should read the Student's Guide before starting. With younger children, however, the teacher may explain the object of the game to the pupils, as well as how to play it. Players must, of course, be capable of reading the text displayed on the screen if they are to use the program. The reading level of the Student's Guide is roughly year 5.

Students will need to understand that there are numerous restrictions on what they can do. They may be in the wrong place to perform some activity, they may not have the right tools or resources, or they may not be in good health. For example, you can't catch a fish in the cave; you can't go to the island unless the bridge is built; you can't carry heavy logs around if you are

ill or starving. However, it is recommended that students work out these restrictions for themselves.

The greatest benefit will come if the **students** discover the need to take all aspects of the situation into consideration, and then make sensible and realistic decisions.

## Levels of difficulty

*Raft-Away River* has four levels of difficulty. This allows it to be used with a wide range of ages and abilities, as well as providing a further challenge for those who have mastered a given level.

The first level is EASY and it is recommended that all players start here. The MEDIUM level is a little harder. With the DIFFICULT game, the players need to plan carefully and have an efficient strategy if they are to succeed. The VERY DIFFICULT level may prove challenging even to a group of intelligent, cooperative adults! This level should not be attempted until one has successfully completed several DIFFICULT games.

## Points regarding classroom use

1. From two to six players may take part. The cooperative element of the game is greater when more people play, though each player has to wait longer between turns.
2. Players need to talk to each other a lot while using this program, so they should be placed where they will not disrupt the rest of the class. It is recommended that only the people actually playing should be near the computer.
3. The program cannot be concluded prematurely. It continues until either the raft is built or the flood comes. Much of the benefit is lost if players have to leave before the end is reached.
4. The time required for a game depends very much on the number of players, their reading ability and age, and their familiarity with the game. While experts may finish in only ten minutes, many games may take half an hour and beginners may take considerably longer.
5. The operating instructions begin on page 5 of the Student's Guide.

## Suggested follow-up activity

Talk to the children about their experience in playing *Raft-Away River*. If they failed to finish the raft (as will usually happen with first-time players), ask the children to explain what went wrong. Did they waste time trying to carry out actions in the wrong place or with the wrong tools? Did they realise the need to build bridges? Did they manage to provide cooked fish to eat? Did they understand all the text and realise what information the picture gave? Did they communicate with each other and make a plan? If so, did everyone follow the plan? Was the plan a good one? How could they do better next time? Are they ready to try one of the harder levels?

Explain to students that everything they read and see in *Raft-Away River* is important, and that the decisions they make from this information can lead to success or failure in a game.